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CROC TALES

The Crocodile Games Webzine

From The Editor

Happy New Year Croc Fans!

Well its 2010, a New Year and here at the Croc we intend to start the year off on the right foot! This year brings some new exciting releases for the Croc, starting with this month's release of the Wendigo Ice Warriors and Snowbeast. Now available to buy from our online store and retail stores worldwide.

In this issue of Croc Tales we bring you a five part themed edition for the Heru and City Dwellers of Hierakonpolis – The most honorable and disciplined of the races of Ægyptus. These followers of Horus live and breathe the art of war and combat, a proud race of warriors and battle-hardened heroes.

Several of these articles were published previously in Harbinger magazine, and have been out of print for some time. We're happy to make this material available again.

The first of our articles, the Daughter of the Phoenix, tells of a priestess reborn out of the fire of the fallen phoenix, this article outlines the background and the rules for using the Daughter of the Phoenix in Famous warbands.

The Warhawks, an elite troop of Asar followers, strived to prove themselves to Horus, and to be seen as equals beside their Heru brethren. This article outlines the special rules for including the formidable Warhawks in your Horus warband.

Next is a strategy guide for playing the Heru, by Peter Baxter followed by the scenario Sacrilege at the Temple of Dusk by Corey Somavia.

Finally, the City-Dwellers of Hierakonpolis article, written by Brian S. Roe, shows you how to convert and paint your own City-Dwellers for your Heru warband.

In upcoming months, we'll be taking a closer look as some of the other factions of Ægyptus, with rules for new troop types and Specialists, as well as more sneak previews of some of the awesome new characters and troops in Olympus!

Coming in January.

Coming in January 2010, to our store and stores worldwide.

Characters

WGH-103 Ice Warrior 1	$14.95
WGH-104 Ice Warrior 2	$14.95
WGH-105 Ice Warrior 3	$14.95
WGH-106 Ice Warrior 4	$14.95

Mythic Creatures

WGH-701 The Abominable Snow-beast & Summoner	$74.95

"In this month's release we have the dreaded Abominable Snowbeast, as well as the mighty Wendigo Ice Warriors! The Abominable Snowbeast is a massive model, standing 4.25 inches tall and weighing over a pound of metal! The effect of this miniature on the battlefield is awesome to to see, as it towers over all other models. The Ice Warriors are Wendigo Tribal Heroes, armed with deadly Frostbite Blades -- swords chiseled from pure ice! All of these miniatures were sculpted by the master of monsters -- Ben Siens, and are available NOW in the Croc Online Store."

(Miniature Painted by Marike Reimer)

Retail Information

If you are a retail store and would like further information about our products, please drop us an email at sales@crocodilegames.com.

Be sure to include your store's location and contact details, and we'll get in touch with news about our latest offers, products and price listings.

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-EVENT MINIATURE 2010-

Before we kick things off, here is a preview of this year's Event Miniature, **To-tanem Artifex at Work**! This miniature was sculpted Chris FitzPatrick, and based on an idea by Alex Bates (thanks Alex!) It represents all the hard work the Croc Crew have been doing lately -- perhaps you have noticed all the new releases getting out the last few months? We have plenty more in store!

The new Event Mini has just been sent to our moldmaker, and should be ready for events starting in February. Remember, he's not for sale -- he's a FREE prize for participating in approved Crocodile Games events throughout the 2010 year, such as the GenCon WarGods World Campaign finale, CanCon and MoaB in Australia, and the UK's Canterbury WarGods Tournament in November. We'll be listing official events on our website as they are scheduled, so be sure to check back throughout the year.

Great news for our UK players: The first opportunity to get this year's Event Mini will be in the UK at the "One Day WarGods of Ægyptus Newcomers Knock-out Tournament" at the WMMS West Midlands Military Show, Sunday 21st March, 2010, in Wolverhampton (near Birminingham). Check out the Crocodile Games Forum for details and to sign up for the event.

Here are some photos of the new green:

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-THE DAUGHTER OF THE PHOENIX-

By Chris FitzPatrick

In ancient times, during the early days when the Gods ruled over the land of Ægyptus, there was a Priestess of Ra of the utmost faith and purity. Though she was of the lowest order with little power or influence, this initiate was especially beloved of Ra. It was in this time that the Age of Darkness fell upon Ægyptus, for the demon serpent Apophis arose in the heavens and threatened to devour the sun. When great Ra went forth into the sky to battle the serpent, the Priestess climbed to the highest tower in the city of Pharos to offer Ra her prayers. There she held a long, lonely vigil, watching the night sky. She prayed throughout that longest of nights, awaiting the first light that would herald the victory of Ra and the defeat of Apophis.

As the battle raged in the sky, the Priestess beheld the Phoenix rise from his distant aerie and fly into the night sky, hurtling toward the horizon. Although others could not see, her eyes pierced the vast distance and darkness. Divine Ra stood astride his celestial boat, sword and spear in hand, locked in combat with the endless ebon coils of the demon serpent Apophis. The coils slowly encircled the sun as the demon serpent sought to devour the golden orb. In this darkest hour, as Ra weakened and the dying light of the sun began to dim, the Phoenix arrived, it's burning light driving back the darkness of Apophis. Golden talons tore at the black scales of the serpent, and fiery wings scorched the serpent's eyes. The Phoenix fought valiantly, but no matter how strong the great fiery eagle, he was not match for a god – Apophis released the sun from his ebon grip and lashed out at the Phoenix, striking him from the sky. Trailing flames and feathers, the Phoenix fell like a dying star, to crash miles below on a dark mountaintop, his flames extinguished.

But the sacrifice of the Phoenix was enough to turn tide of the battle – Ra seized this opportunity, and with his spear he transfixed the black serpent. With the sword in his other hand, he hewed the head from its writhing neck. The light of the sun burst forth, and Apophis was banished from the night sky. And so was darkness defeated... for a day. For in the cold darkness beyond the edge of the world, the demon serpent grew whole again, and at the end of the day he arose once more, and the world fell into a second darkness. The battle was rejoined, and this time the power of Ra alone could not defeat the serpent.

At the top of the highest tower of Pharos, the priestess of Ra witnessed all this. Her prayers died on her lips as she watched the Phoenix fall to earth. Although others of the priesthood rejoiced in the victory of Ra, she new that it would be only temporary, for it was said that Apophis could never be killed. Alone, she fled across the city to the towering Lighthouse of Pharos stood, its flame, called the Eye of Ra, now the only light in the night sky. Up the stairs she ran to the where the sacred fire burned. From this fire she stole a single flame, flickering at the end of a taper. Out of the city and into the western desert she carried the flame, and it lit her way throughout the long journey to the great mountain where the Phoenix fell. She climbed the mountain in darkness along narrow pathways and impossibly steep inclines,

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Daughter of the Phoenix	5/20	3	1	5	5	4	9	7	100
Damage Modifier: 0			Armor: Phoenix Wings (AR 6 Hard)				Base Size: 20 x 20 mm		
Special: Phoenix Wing (Protection, Healing, Immunity To Fire, Flight)									

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to heights that no man had climbed before, always carrying the single, flickering flame cupped against the wind. As the darkness deepened, and as Ra's strength began once again to wane, the flame flickered and sputtered, but never did it die. And so she climbed, until at last she reached the summit, where the golden body of the Phoenix lay broken and cold.

Whispering a prayer to Ra, she knelt before the Phoenix, and touched the tiny flame to the feathers of his wing. Just then a mighty wind swelled, as if Amun had sent his blessing, and the body of the great bird burst into flames that burned so hot and so bright that they could be seen from as far away as Elephantine. From the fire rose the Phoenix reborn, and into the sky he soared to the aid of Ra, and Apophis was again defeated. The Priestess too was caught in the inferno of rebirth, and as the flames subsided, it was revealed that she too had been reborn –though the fire burned hot enough to sear flesh and crack stone, her body was unharmed – she stood at the summit of the mountain, naked and renewed, with the fiery spirit of the Phoenix living within her. From the top of the aerie, she gathered the glittering Phoenix feathers, and these she fashioned into a feathered cape. As the light of the sun broke over the horizon, the priestess leapt from the mountaintop, and soared on flashing wings of golden Phoenix feathers into the sky.

So the Daughter of the Phoenix was born.

The Daughter of the Phoenix stands atop a high tower and prepares to take flight.
Miniature sculpted by Todd Harris, painted by Marike Reimer.

In the thousand years since that morning, the daughter of the Phoenix has been held in reverence by all followers of the Gods as the scion of the Phoenix and the savior of Ra. Although her body is mortal and has lived and died, as all mortals must, her spirit has lived on, always reborn into the body of another Priestess of Ra, pure of mind and untouched by man. Her purity and power is great, for the spirit of the Phoenix infuses her, making her stronger than other mortals. She wears nothing but a gilded mask and the wings of the Phoenix feathers, and it is said that her skin is impervious to arrows, that even the spells of the greatest Master of Words cast against her will be reflected back against their master. Her wings are immune to fire, and if they are passed over the body of the wounded they can heal even the most grievous of injuries. She dwells in the highest tower of the Great Temple of Ra in Heliopolis, but sometimes travels on strange quests to distant places, occasionally in the warband of some powerful Harbinger of great renown – for though her missions are often of great danger, no Harbinger has ever refused her demand of service, for her mission is always in the name of Ra, Father of the Gods.

The Daughter of the Phoenix may be included in the warband of a Famous Harbinger with a Ka Rating of at least 5. She is considered a Specialist, and she counts as a Character Option of one of the units of the Harbinger's own race. She is unique, and therefore only one warband in a battle can include her. (In the case of 2 players wishing to use her at the same time, players should roll against one another.) The Daughter of the Phoenix may not be equipped with additional weapons and armor.

Powers

The Daughter of the Phoenix has the following powers:

Hard Armor Rating
The Phoenix Wings provide a Hard Armor Rating of 6 to the Daughter of the Phoenix. The Daughter of the Phoenix may not wear additional armor, nor may she be equipped with weapons or protective amulets.

Protection
The wings of the Daughter of the Phoenix offer protection to those they shelter. Any single model that is in base-to-base contact with the Daughter of the Phoenix can be under her protection, if the player chooses. This model can take no action during the entire Turn, as the model is considered to be hiding behind her wings. While under her protection, the model receives an additional Hard Armor Save of 6, and also receives the benefits of her Immunity to Fire power. The Daughter of the Phoenix may fight and defend herself while using this power, but she must remain stationary with the model and not move.

Healing
The Daughter of the Phoenix may call upon the power of Ra to heal wounds and mend broken bones, by placing the

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golden wings of the Phoenix over the victim. Once per game, she is able to heal up to 2 wounds on a single model that she is in base-to-base contact with. The affected model is restored 2 Wound Points, up to its maximum. She can even restore a model to life that has been killed as a casualty – if she arrives in time. The Healing power can be used during the first full Turn following the Turn that the character was killed. The Healing power is used at the end of the Daughter's Activation Phase, and she must be in base-to-base contact with the fallen model. The Healing occurs immediately, but the model may take no action until the next Turn, when it receives its Command Counter as usual. This power may not be used on a model currently engaged in melee combat, and may not be used on a Harbinger during the Provocation.

Immunity to Fire

The Daughter of the Phoenix is unaffected by any natural flames, as well as any fire-based spells and powers that would cause her harm, such as Burning Effigy, The Sun's Fiery Fist, Burning Brands, Wall of Flames, Fiery Aspect, etc.

Flight

The Daughter of the Phoenix can fly with Move Value of 20 inches. The use of this power must be declared on the Daughter's Activation Phase. It cannot be used if she is attached to a unit of warriors, but she may use the power escape from melee combat. While in flight, she can make a Swooping Attack, or engage another flyer in melee combat. She may not carry another model, or use any form of equipment that requires the use of her hands, although she could hold a small object such as an amulet. Other rules for flying are detailed in Chapter Two of the WarGods of Ægyptus rules.

The Daughter of the Phoenix confronts the heretic Priest of Aten, to reclaim the stolen Ark.
Miniatures sculpted by Chris FitzPatrick and Todd Harris, painted by Marike Reimer.

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-THE DAUGHTER OF THE PHOENIX IN A CAMPAIGN-

The Daughter of the Phoenix allies herself only with the powerful and the just. In the course of an Epic Campaign, she may be gained by the first Harbinger to meet the following conditions:

1. The Harbinger must follow the Path of Fame, and have a Ka Rating of at least 5.
2. The Harbinger must have at least 20 Renown Points.
3. When rolling for Reinforcements, the Player must roll a Specialist (10) on the Character Table, then roll a Specialist that he already has, or one that he cannot include due to a lack of like troops.

Campaign Ideas

Unlike other Specialists, the Daughter of the Phoenix does not serve the Harbinger – it is the Harbinger who serves her. She is an emissary of Ra, the Father of the Gods, and all who lawfully follow the Code of Ma'at honor and obey her. In the course of an Epic Campaign, if a Harbinger chooses to include her in his warband, he must champion her cause, and undertake a quest of her choosing. In game terms, this quest represented by a series of 3 games that the player must win, with a specific objective in sight for the final game. The quest should be designed by the Game Master to be difficult, and add to the storyline of the Epic Campaign.

Below is an example of one such quest. Sections that are listed in parentheses (…) are details that the players can customize to suit their game.

Game 1, *The Ark of the Sun God*

The Daughter of the Phoenix leads the Harbinger southward to Kush, to recover an ancient artifact. Hundreds of years ago, a sacred Ark was stolen from the Temple of Ra by followers of Aten, the heretic sun-god. This Ark contains is said to contain the (soul of Ra/the light of morning/the ashes of the Phoenix) and it is badly needed in Aegyptus to solve some terrible problem (assist Ra in battle against Apophis/end a terrible plague/purify a temple defiled by the S'syth). The Ark is hidden in a remote ruin, and guarded by a powerful warband of Aten worshippers (the Game Master will have to create some unique powers for their Harbinger, or use an Infamous Harbinger of an Ægypian god who has been corrupted.) The Points Value of the Aten warband should be 10 percent higher than the Harbinger who seeks the Ark.

Game 2, *Assassins from the South*

On their return with the Ark, the Harbinger is ambushed by a vile band of Nekharu their wicked allies! They seek to (kidnap the Daughter of the Phoenix/steal the Ark) and after to use her/it in unholy ritual to (destroy them/corrupt into a servant of the S'syth/weaken Ra in his battle against Apophis and thus bring about the end of the world). The warband of Nekharu would be lead by an infamous Harbinger, and his warband may include up to 3 Flesh-Hulks! The Points Value of this enemy warband should be 20 percent higher than that of the Harbinger who possesses the Ark. Alternately, the warband could be one of the Infamous Harbingers in the campaign, tipped-off by Nekharu spies. In this case the Points Value should still be 20 percent more, but any shortage in the Infamous Harbinger's warband should be made up with temporary Nekharu allies. If the Nekharu win, they sneak off to Stygia with their prize, the (Daughter of the Phoenix/Ark).

Game 3, *The Lost Temple of the Dawn*

The Daughter of the Phoenix leads the Harbinger to a distant land far to the east, at the very edge of the world. There stands ancient temple that was built during the Time of the Gods, a long, pillared hall where Ra launched his golden celestial boat each day to bring forth the dawn, and where it was moored safely at night. Here the Harbinger must open the Ark and release the contents, while the Daughter of the Phoenix performs a ritual. But the Lost Temple is guarded by (enemy worshippers of some foreign god/an Infamous Harbinger from the campaign), and they must defeat them before they can enter and complete the quest. The Points Value of this enemy warband should be 10 percent higher than that of the Harbinger who bears the Ark.

The End of the Quest

The alliance with the Daughter of the Phoenix is only temporary – no matter what the outcome of the 3 games that make up the her quest, in the end the she will depart the Harbinger's warband. If the quest ends in victory, the Harbinger will receive an additional 3 Renown Points, and the Daughter of the Phoenix may be traded in for 200 points of reinforcements of the player's choice. If the Quest ends in failure, 1 Renown Point is lost, but the Daughter of the Phoenix may still be traded for 100 points of reinforcements.

The Death of the Phoenix

If the Daughter of the Phoenix is herself killed, her body is immolated in a pillar of flames. Moments later, only ash and a few Phoenix feathers will remain on the battlefield. But on the day following the battle, a new Priestess will be reborn as the Daughter of the Phoenix. If the Daughter of the Phoenix was killed while in the warband of a Harbinger, the Harbinger will suffer a loss of 2 Renown Points. The new Daughter of the Phoenix will not rejoin the warband of the Harbinger, even if there is currently a quest underway. However, she may join the warband of some other Famous Harbinger in the campaign, and they may then attempt to complete the quest (or start a new one, at the GM's discretion.)

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-ASAR WARHAWKS-

By Chris FitzPatrick

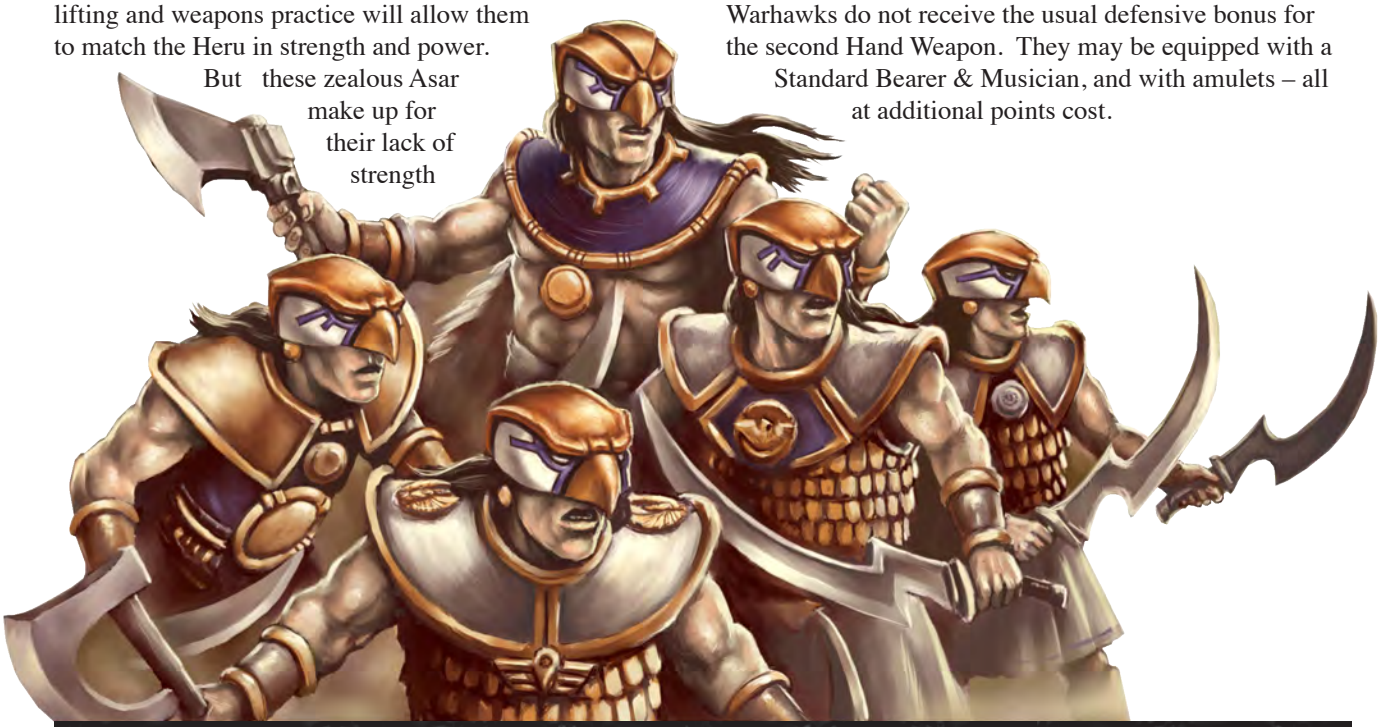
Behind the high walls of the city of Horus dwell the Heru, the race of falcon-headed beings created in the image of the Horus, the Avenger. Like their creator, they are warriors of the highest order… their lives are devoted to martial excellence, their days are filled with tireless training and drills, and their nights are filled with dreams of glorious battle. Living with these stern warriors are many Asar, humans who long ago fled the destruction of Abydos and the death of their god, Osiris. Just as the gods Horus and Osiris were kin, so too are their children, and after the fall of Abydos, the Heru gave shelter to their kinsmen, allowing them to live within the safety of the walls of Hierakonpolis. Over the years, the Asar City-Dwellers of Hierakonpolis came to worship the god Horus, and grew more and more like the Heru, adopting their customs as their own.

Among the City-Dwellers of Hierakonpolis are those who seek not only to emulate the Heru, but also to equal them in the eyes of Horus. It is well known that Asar are physically weaker than the Heru, and no amount of stone-lifting and weapons practice will allow them to match the Heru in strength and power. But these zealous Asar make up for their lack of strength and stature with sheer determination to prove themselves in the eyes of their god – to stand beside their falcon-headed brothers on the battlefield without fear and without faltering. They have taken to fighting with two weapons, but not in the usual Ægyptian dueling style where the second weapon is used to parry blows, but in a unique style they call the Claws of the Falcon. In battle they wield their twin blades in a fury of action, with little regard for their own safety. They fight with such conviction that the Heru consider them blessed by Horus, and have dubbed them the Warhawks.

Restrictions

The Asar Warhawks serve only Horus, and may only be used by a Harbinger of Horus. They are considered an elite troop type, and their total Points cost may not exceed 25% of the warband's total Point Value.

The Warhawks may not be issued additional weapons and armor – all are equipped with Medium Armor and two Hand Weapons. Due to their unique fighting style, the Warhawks do not receive the usual defensive bonus for the second Hand Weapon. They may be equipped with a Standard Bearer & Musician, and with amulets – all at additional points cost.



Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc	Pts
Warrior	5	1	2	4	4	4	5	6	22
Champion	5	2	2	5	5	5	5	7	42
Hero	5	3	3	6	6	6	6	8	78
Weapon: Hand Weapons (DR 1)			Armor: Medium (AR 4)				Base Size: 20mm Square		
Special: Pts include equipment, may not be equipped with additional weapons & armor.									

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Character Upgrades

For each unit of Warhawks in the warband, a single Champion or Hero may be equipped with a War-eagle at the additional cost below:

War-eagle (Cost: 20 points)
Warhawks are known throughout the land of Ægyptus for their affinity with birds of prey, and the favorite such bird is the grey mountain eagle. Some Warhawk heroes seek such a companion, climbing to the heights of the rugged eastern mountains in search of a nest, and if found, they take from the nest only a single egg. With this prize they return to Hierakonpolis, where they raise the hatchling themselves. Long years are spent training the eagle for the hunt and the battlefield, and when the call to battle is sounded, the eagle is borne on the Hero's arm. To the Warhawk Hero, the War-eagle is a beloved companion, a gift from the god Horus.

A Character that has been equipped with a War-eagle may use him in battle like a missile weapon. If the Character has been issued the Fire Command Counter, he may send the War-eagle flying to the attack when Activated. The target of the attack must be within 24" range and in line-of-sight. The War-eagle's attack is resolved as a Melee Test, and it has an Attack Rating of 4. The War-eagle aims for the eyes, and its attack may temporarily blind or even kill the target – if the target fails an Armor Save against the damage it suffers 1 wound.
If the Melee Test is successful, then the target is temporarily blinded. If the target is a Character with an unplayed Command Counter, the counter is removed and the Character loses his action for that Turn. If the target is a member of a unit, the unit does not lose its Command Counter. Instead, the unit takes its action as usual, but the Character cannot attack in any way. It is simply carried along with the unit for the remainder of the turn. The blindness is temporary, and the Character's commands will not be affected the following Turn.

The War-eagle can only be attacked in melee combat during the Turn it makes an attack, and is considered to be directly above the base of the target model. If the target survives the War-eagle's attack with its Command Counter unplayed, it may engage the War-eagle in melee combat, or ignore the War-eagle and play its Command Counter as usual. In addition, any models in base-to-base contact with the target can attack the War-eagle on their Activation Phase. Melee Tests are resolved as normal, the War-eagle having a Defend Rating of 3, 1 Wound Point, and no Armor Save. At the end of the Turn the War-eagle flies away, returning to its master.

The War-eagle can only attack once every other Turn – it must return to its master on the Turn following an attack (note that this does not affect the Characters actions on this turn, he may move and fight as normal.) The War-eagle must be represented upon the miniature of the Character.

Besides their usefulness on the battlefield War Eagles confirm the bond between the Warhawks and the god Horus.

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-STRENGTH AND HONOR-

Heru Strategy in WarGods of Ægyptus

By Peter Baxter

The Heru are the children of the Ægyptian god Horus, a hawk-headed race of proud, honorable, and highly disciplined warriors. In the game of Wargods of Ægyptus, by Crocodile Games, the Heru are one of the most reliable races available to play. They possess an excellent mix of offensive and defensive abilities, with really only one weakness – their high Points Value. A warband of Heru will often find themselves outnumbered on the battlefield, heroically fighting against a numerically-superior force of lesser troops. But for those true to their martial nature, being outnumbered is only another chance to once again prove their superior battle prowess in glorious fashion.

Warband Composition:
Harbinger of Horus *(Ka Rating: 1, Medium Armor, Double-handed weapon – 131 points)*
Heru Battle Sage *(Medium Armor, Double-handed weapon – 100 points)*
11 Heru Warriors *(Medium Armor, Bows – 242 points)*
1 Heru Champion *(Light Armor, Bow – 37 points)*
10 Heru Warriors *(Medium Armor, Pole Arm, Shield, Standard Bearer & Musician – 270 points)*
10 Asar Warhawks *(Medium Armor, Extra Hand Weapon – 220 points)*
Total Point Value: 1000 points

Since your basic troops are so costly, you'll want to equip them in a manner that will preserve as many of your warriors as possible. Invest in medium armor, or shields at the very least. You want your warriors to be able to withstand some real punishment on the battlefield, so they are around long enough to get their job done.

Deployment:
The center of your battle line should contain the Heru Warriors equipped with Pole Arms. This unit is powerful and nearly unbreakable, with the added ability to Set For Charge – those Pole Arms are a real deterrent in the center of your line. On one flank position your Heru Archers and on the other Asar Warhawks. The Harbinger and his Battle-Sage should be placed between the two melee units. Your Archers should be placed on the flank where they will do the most good, with the Heru Champion leading the unit allowing them to perform Strategic Fire (the ability to choose the their target.)

When the battle begins, I normally allow my Heru with Pole Arms steadily advance holding the center line. The Warhawks and the Harbinger advance more quickly on the flank, while the Archers stay back and provide a constant rain of arrows. Eventually the Heru in the center

A glorious Heru warband marches to battle. This is a strong and solid starting force that can be expanded as need be.

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will cease to advance, preparing a Set For Charge when my opponent comes within Charge range. The Warhawks and Harbinger continue their circling advance, hopefully catching some enemy units with a Charge to their flank. Of course, this strategy can be altered to changing conditions on the battlefield, and my Harbinger's high Command Value should see to it that I have the initiative to adapt quickly.

The Harbinger of Horus
The leader of your warband has the best package of combat ability and leadership qualities in the game. While the Harbinger of Sobek may be physically stronger, the other virtues of the Harbinger of Horus easily make up the difference. His Discipline Rating is the highest in the game, which should allow you to consistently win the Edge Roll, thus allowing your warband to out-maneuver his forces. Use your Edge Bonus to your advantage: draw his forces out, and then be the first to strike – not only on the initial turn of combat, but thereafter. Once both side's missile troops are in range of each other, activate your archers first to attempt to reduce the effectiveness of your opponent's archers. Let his just-out-of-range melee troops charge thin air and then activate your own melee troops to offer a lesson to your opponent in the fine art of a "beat down". The examples listed above are just some pointers to guide you down the path of glorious victory. You don't want to avoid confrontation; you want to move your forces quickly and effectively into combat, but committing only on your own terms.

When creating the above warband, did not purchase a chariot for my Harbinger to ride in. There is a method to my madness, namely the Harbinger's first Ka Power – Shining Chariot. If the scenario calls for speed, use your Ka power to summon the Shining Chariot to get around the battlefield. You can also use the chariot as a 'Harbinger Provocation delivery system'. If the opposing Harbinger is running around on foot, use the Chariot to get into to hand-to-hand combat with him, this will give you one full turn of attacks before the Provocation begins where you can attack him, but he can only attack your chariot. This will wear him down and help to ensure your eventual victory, once the Provocation is finally joined.

Your Harbinger of Horus should never be left hanging back and watching the battle from the rear ranks. In fact, Horus forbids it! The Heru are powerful enough for their leaders to command from the front, where they can be the most effective in putting their high combat ability to good use. Your Harbinger should lead from the front as an example to all, so all his warriors will be inspired by his bravery (and get a +1 on their Rout Saves, thanks to his Aura of Command!)

Heru Battle-Sage
In order to make sure that we will win the Edge roll at the start of each turn, we will provide a Battle-Sage for our Harbinger. The Battle-Sage provides a +2 bonus to Edge rolls provided he is within 6" of our Harbinger when the Edge is rolled. With this bonus we should be able to win the initiative most turns, this will allow us to control the tempo of the battle much more effectively.

A mighty Asar Harbinger of Horus, chosen by his god to assume the Aspect of the Defender.
Miniature sculpted by Todd Harris, painted by Marike Reimer.

Be mindful that the Battle-Sage must remain within 6" of your Harbinger when you start to use your Shining Chariot, the chariot can quickly move your Harbinger away from the benefit that the Battle-Sage provides you. That doesn't mean that you want to spend the entire game with your Harbinger tied to remaining close to the Battle Sage, just try not to leave the range of the Battle-Sage's ability until it is important to do so.

Heru Melee Unit
Let's begin with the unit that will typically end up smack-dab in the middle of the battle. Since they are the most formidable melee unit in your warband, they will be the constant target of the enemy's Strategic Fire until they closed with the enemy. To help protect them against all the arrows and stones that will be headed their way; they are given shields to go with their medium armor.

Heru Archers
The first question is, do we want them led by a character? Well, do we want to be able to use Strategic Fire during the game, or will we be content to just fire willy-nilly at the closest available target? Why is Strategic fire so important? It allows you to shoot at the unit that you choose, as opposed to the unit that is closest. Without Strategic Fire, you might be forced to shoot at some lone

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The wise, old Battle-Sage: a veteran of countless battles and military advisor to the Harbinger.
Miniature sculpted by Todd Harris, painted by Marike Reimer.

character running across the battle field when you would much rather target your opponent's missile troops or a big block of melee troops that are headed in your direction. Somehow, the 'willy-nilly' plan doesn't sound like the Heru to me. Also, the addition of a Champion to the unit of archers gives you a better chance of using Strategic Fire then most other races get from a Hero. To make a nicely formed unit, we'll use 11 archers and the Champion, giving us two full ranks of 6. I know I broke my rule by equipping the champion with only light armor, but I ran out of points and needed to find 2 points from some place so his armor was downgraded from medium to light.

Asar Warhawks
Let's try something new with our warband. By new of course, I mean the new Asar Warhawks. These guys are very pricey, but boy do they pack a punch in the first round of combat (well… in every round of combat, for that matter.) They come pre-equipped with medium armor and two hand weapons, but rather than the normal bonus to Defense Rating that fighting with two hand weapons yields, these guys make two attacks. We'll skip the standard-bearer and musician for the unit, since we are running low on points. On the battlefield, it is best to use the Warhawks as shock troops, and quickly get them into combat with an enemy unit where they can do some real damage with their additional attacks.

Future Reinforcements
If you are playing in an Epic Campaign the odds are your warband won't remain at 1000 points for very long. Naturally you might not have a whole lot of choice in what gets added to your warband, but the following are some ideas should you end up gaining their services.

Heru: Bulking up any of your units would make them more effective, and less likely to rout when things don't go their way. If you have the opportunity to add some more characters, by all means do so. You can make them unit captains or allow them to operate on the table solo, to help wherever they are needed most. Watch that you don't add too many reinforcements to your Warhawks, as they can only make up 25% of your total force. Also, you might want to consider eventually adding some Asar City-Dwellers with spears or hand weapons to your warband – they are very effective in large numbers, and are inexpensive enough to be able to be fielded that way.

Khemru: The ram-headed warriors of Khanum are probably the best allies for the Heru for one big reason – their low point cost. The Khemru have a fairly high discipline themselves, and are viewed as an honorable race by the Heru. You probably want to think about picking up a unit of slingers to complement your unit of archers. Also, the Khemru allow you to get a Beast-Master and a pack of animals. Any of the animals the Beast-Master can bring can be used to great effect by your warband.

Basti: The Basti have the highest Missile Rating of any of the children of the gods, and a low Point Value as well. Basti Archers can be very effective in a Heru warband, if you can keep them out of melee combat, and from running away. While the stern Heru do not always get along with the hedonistic Basti, a competent Harbinger of Horus will clearly recognize the strategic potential of the Basti, and will be willing to suffer their antics at his camp for in return for their accuracy on the battlefield.

Final Thoughts
It might take a little while to develop some strategies that work for you when you play the Heru… understanding the Edge is the first step to winning the game, and this is especially so with the Heru. The high point Value of the basic Heru warrior means that you'll have to make sure that when the battle begins you make every warrior count. The sooner you learn how to prioritize you actions on the battlefield, the sooner you will be on your way towards claiming righteous victory in the name of Horus!

One final advantage that you will find with starting a Heru Warband – there will be more money in your wallet! The warband listed at the beginning of the article has a retail value of $167 USD, if you purchased a chariot to use as your Shining Chariot, your grand total comes to $202.95. This total is still a very inexpensive entry into a new warband – not a bad start for a complete force of the most effective fighters in the game!

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-PAINTING CITY DWELLERS OF HIERAKONPOLIS-

By Brian S. Roe

Since I first cracked open a copy of WarGods of Ægyptus the Heru have always been my favorite of the Children of The Gods. I'm currently expanding my warband, and a unit of Asar City Dwellers of Hierakonpolis will fit right in. Asar are a good all-round unit choice that can really bulk up a warband quickly. They are also very adaptable and can do pretty much any job on the battlefield pretty well.

Much like Fitz did in his article on converting his City Dwellers of Cynopolis, I'll be explaining my choices in miniature selection and conversion, as well as painting suggestions for this unit.

The first question to answer when choosing Asar for your warband is "what is their purpose?" This is best answered by deciding what a Heru warband can offer with other units. I know that I won't need hand weapons, as the Warhawks are the best hand-to-hand fighters available to the City Dwellers. Pole arms hit hard but the loss of a shield's protection in melee is bothersome. And I prefer to leave my polearms to actual Heru who can take damage and use their higher discipline to stay in the fight. Spears are the obvious choice here. They are versatile, do decent damage, allow the use of a shield in melee, and in dire circumstances can be thrown. The Set for Charge command will also make charging units think twice before assaulting my Asar.

Now that I know I'll be arming these Asar with spears I need to choose my models. Todd Harris' Asar spearmen (WGE-317) are some of my favorite models in the entire Ægyptus range, so I'll use them for the base of my unit. These models are proportioned like well-designed historical models, but with fantastic flourishes that really make them work within the world of WarGods. I'll give them the Heru Large Shield with Horus Head (WGE-002z), since I want them to proudly show allegiance to Horus.

For a command section I'll use the Asar Hero with Pole Axe (WGE-142), which conveniently enough comes with a spear variant, plus the Asar Spearman Standard Bearer (WGE-317b) and the Asar Melee Warrior Musician (WGE-

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311b). I like the dynamic feeling of this musician, and his free hand can easily be converted to hold a spear. All of the command models will have their shields strapped on their backs.

The first thing I'm going to do will be to convert the commander a bit. The original figure is wearing a cloth head covering that doesn't look military enough to me, and there are a couple of designs on him that seem too Dispossessed and not Heru enough.

Using flush cutters and files I clip off the head dress and file the head and aegis smooth. Then using ProCreate putty, I sculpt scale mail armor (see sidebar), first on the aegis, and then as a coif that covers his head. I also sculpt a conical helmet. You can use this technique to "armor up" figures that you like but that don't seem to fit the heavy or medium armor class. I also replace his spearhead with a more ornate one. The commander's hands are then pinned in place and he's ready to glue to the base.

There are several pieces in the Icons and Artifacts range that could be used for the standard top of a unit of Horus; the War Banner (WGE-135b), the Eye of Ra (WGE-149b), or even the Warhawk Eagle (WGE-150b) could be used for an appropriate standard. But I think the best looking choice is the Falcon Statuette (WGE-114b). This will replace the Asar sunburst design on the current standard.

Since I'll be using a Priest of Horus in my warband I'm going to give this unit Amulets of Horus to increase their Discipline. Although you don't have to go all WYSIWYG on amulets I think I'll try to add the same amulet to each miniature which will again show their allegiance to Horus. I do this by using a blob of ProCreate putty to make a simple push-mold from the Priestess of Isis miniature (WGE-102). There is a perfect little wedjet on her ankh staff that I copied to make ten amulets (see sidebar). These are then glued to each miniature. Some of the minis had existing amulets or jewels that needed to be clipped off and filed smooth before attaching the wedjet amulet.

Now that all the minis are cleaned, converted, and assembled I glue them to their bases and use PVA glue and sand to texture my bases. I do this before priming them as this helps the sand to stay on during painting.
I like to paint my shields separately from the miniature. Small blobs of putty can be added over the shield pegs on each mini to keep them free of paint. These little blobs will pop off easily once painting is finished and I find this much easier than trying to clean the pegs afterwards.

I also attach the shields to cut-down bamboo skewers with a small dab of hot glue to make them easier to handle during painting. Again the glue will pop off, leaving clean metal to glue the shields on with. The skewers are jabbed into a small box or block of foam to hold them as paint dries.

Sculpting Scale Mail

First decide which area of the miniature will have scale mail added to it. Using flush cutters and files, smooth the area as much as possible.

Add a thin layer of putty over the area, making sure to keep it a consistent thickness. Smooth this well.

Using a hobby knife or dental tool, press horizontal rows around the armored area. Keep these even and as smooth as possible.

Next make vertical divisions all around the area. Make all of the scales the same size. Try to cut them so that each vertical is in the center of the scale beneath it, like how bricks are laid. This is difficult at first but practice helps.

Starting with the bottom row first, use a ball stylus or dulled pencil to press into each scale so that it overlaps the top of the scale below it. The motion for this is to push in, pull down and then pull out. You can then use a sharp edged tool to clean up the scales.

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For color choice I go with the classic colors of blue, bronze, and gold. Besides being the most common favorite color in the world, the color blue reinforces the unit's allegiance to Horus (the Lord of Blue Skies), looks brilliant on a sand colored table, and looks nothing like a color that a Typhon would wear (a plus in my book). And yes, I do think about all this color stuff when choosing a miniature's colors (thanks, art school). Any cloth will be bleached linen, leather will be a light brown, and the skin tones will be a sun-tanned bronze.

The amulets will be painted a deep, rich blue with gold veins, like carved lapis lazuli. This will really draw the unit together visually, as well. Any other gems will be painted a brighter blue.

Once the painting is finished I'll protect the miniatures with first a spray of gloss varnish, and then a spray of matte varnish. When the minis begin to get shiny from too much hardcore WarGods playing, a quick matte spray will again protect them. This unit is a good start but I'll probably add more troopers at some point. For Horus, now on to glory!

Shields are attached to cut-down skewers to ease in painting and to keep gluing surfaces free of paint.

The unit of City Dwellers of Hieronkopolis is ready to be primed and painted. Simple conversions and easy additions can make almost any unit of city dwellers appropriate for their chosen god. Sometimes just using suitable shields is enough to show the allegiance of a unit.

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Making Amulets

For small details like amulets you can make a push mold using sculpting putty.

First find a miniature that has a detail that you like. WarGods miniatures are full of small details like amulets, icons, symbols on shields and jewelry designs that can be reproduced in this way.

Try to find a design that is small and somewhat flat. Designs on curved surfaces are more difficult to reproduce succesfully.

Once you've decided on a design, take a small blob of freshly-mixed sculpting putty and slowly push it over the detail. Try to completely cover the detail and squeeze the putty into a sort of teardrop or Hershey's Kiss shape. Make sure that you don't wiggle the putty around as this will distort the image.

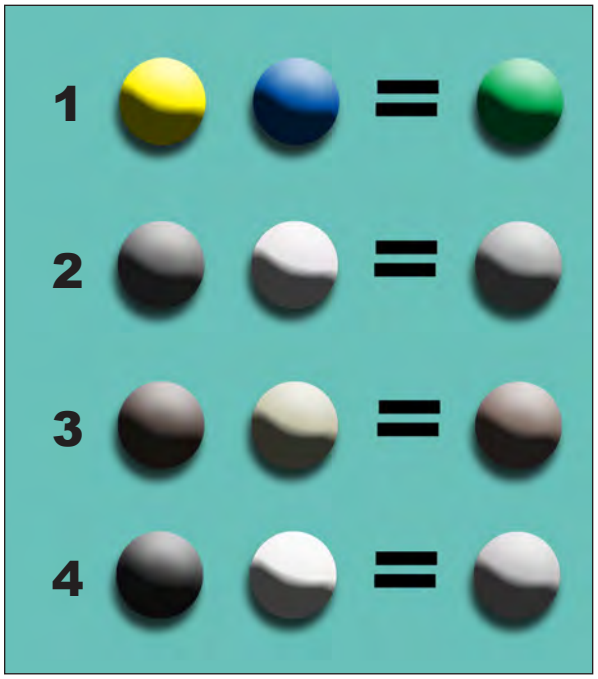
Once the putty is cured, pull it from the detail. You should have a nice, crisp mold of the detail. You can test this on a bit of putty to see if you like it. Now trim the mold so that you can attach it to a handle, like a piece of wooden dowel or old paintbrush handle. This will help you to keep the mold flat and even as you make your castings.

Next make a cutter from a piece of aluminum tubing. Sharpen the end of the tube by lightly twisting a hobby knife blade in the opening. Not much force is needed, and try not to distort the shape of the tube. Then slightly file around the outside of the tube to sharpen a bit more. This should not be like a razor, but sharp enough to cut a clean circle on your final casting. This will trim your final casting cleanly and keep the shape even.

Press small balls of putty lightly onto a piece of plastic, and then wet the push mold and push it slowly into the putty. Once the mold is pushed flat, remove it from the putty. Then use the cutter tube like a cookie cutter to clean the edge of the design.

Once the amulets are cured you can pop them off of the plastic and attach them to your miniatures with CA glue.

Sculpting Putty Basics



1.Green Stuff (Kneadatite Blue/Yellow) is good for flesh, muscles, and other organic shapes. It is very sticky and good for adding details.

2. Procreate holds a sharp edge and can be filed easier than green.

3. Bronze putty sets up very stiff and is good for weapons, armor and structural sculpting. Kneadatite Brown/Neutral.

4. Magic Sculp or Aves Apoxie are both very soft and easy to work in large amounts.They are best used for large pieces and then detailed with other putties.

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When choosing colors for a miniature I often refer back to the color rules of medieval heraldry. In this case a color (blue) works best with a metal (bronze). Although this is most obvious on the shield I have used this same color scheme for the entire miniature and this creates a scheme that is bold and reads well on the battlefield. The leather and cloth are painted in colors that will not detract from the overall scheme. Keeping the colors simple will help to create a miniature that works well on its own or within a unit.

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-SACRILEGE AT THE TEMPLE OF DUSK-

An Offshoot Scenario for an Infamous Harbinger

By Corey Somavia

They came to our camp in the early hours of morning. Nekharu. I have pillaged many caravans and razed many villages, and I still despise these foul, pestilent creatures. But our mighty Harbinger had long since turned away from the Code of Ma'at and had no compunctions about consorting with the Nekharu.

A temple, their leader squawked softly, far to the West, an ancient and empty temple of Ra. There, a ritual is performed but once a century. For although Ra is eternal, his strength waxes and wanes. On the last day of every hundredth year, he grows weary from endless battle, his limbs heavy and his eyes weak. After guiding the sun to the evening horizon, the exhausted god cannot find his way East to the horizon where he must meet Apophis again at dawn.

So at the western edge of the world, in the Temple of Dusk, a ritual is performed… a ritual that catches the last light of the sun and reflects it East, showing Ra the way. Without it, Ra would wander in the darkness of the night, and the days would grow shorter and colder as the Demon-serpent Apophis slowly swallows the sun. The ritual grows near, hissed the Nekharu, and the servants of Ra prepare for it in the Temple of Dusk. The famed Daughter of the Phoenix is to conduct the ritual herself, and she is being escorted to the temple by a powerful Harbinger of Horus known as Astennu the Righteous Scourge. They fought through many Nekharu ambushes and raids, and although they but a handful of soldiers left, soon they would reach the temple of Dusk. All this, the Nekharu told us.

Oaths of fealty and covens of witches at his command the Nekharu promised if our master would destroy the Temple of Dusk and halt the ritual. The Nekharu spoke more of the temple… ancient it was, filled with golden idols and holy artifacts – all of which would be tribute to our master. Although we, the warriors, were moved by the tales of ancient relics and lost treasures, our master was swayed by the promises of power… the power of darkest Stygia that would be his to command. He ordered us to break camp and head West, into the desert. The Nekharu lead the way.

We marched for weeks, always heading toward the setting sun. Finally, our water began to run out, and time lost all meaning – all we knew was our endless trek into the west. Though our throats were dry and our feet were blistered, none of us dared to complain, for we were driven on by the smoldering gaze of our Harbinger. The light of the setting sun seemed to blaze his eyes, and he was terrible to behold. At last, as the sun finally began to set, we spied our destination.

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Ahead stood jagged shapes jutting up from the desert sands – the broken columns of a great temple that stood at the very edge of the world. Beyond the temple -- a vast chasm stretching on forever, filled with nothing but darkness and the wailing wind.

Out of the temple ruin came our enemy – the meager warband of Astennu the Righteous Scourge, and his Heru warriors. We reordered into battle formations and advanced. I couldn't help but snicker at the sight of the mighty soldiers of Horus. They were even more ragged than we, and many bore wounds from previous battles; only their foolish Heru pride kept them at the battle line. I knew this would be an easy fight.

—from the account of Hastet the Knife, Asar bandit.

Set Up

This scenario should be played on a 4x6 table. The terrain should be a mixture of ruined temple compound mixed in with dunes and rocky outcroppings. Set up a small hill or some other elevated terrain (such as a temple dais) so that its center is exactly 12" away from the defender's table edge. The Eye of Ra is placed in the center of the hill, and it is here that the Ritual must be performed.

The entire western table-edge is a sharp cliff-side, a bottomless chasm that is the edge of the world. Units that are forced off this table edge are must make an Arcane Save at –1. Those that fail are forever lost. Units that make the Save may be recovered during Casualty Buy-Back, as normal.

Astennu, the defender, deploys his entire warband first, then the attacker deploys his warband. No unit can be deployed further than 18" from its respective table edge, thus there will be at least 36" separating the two forces at the beginning of the battle.

Objectives

The attacker must stop the ritual by destroying the Eye of Ra before the sun sets. He must also attempt to kill the Daughter of the Phoenix if possible. The defender must ensure that the ritual is not halted or the Daughter of the Phoenix is not killed. Other than the Daughter of the Phoenix, casualties do not matter for the Heru – their goal is only to complete the ritual, and they are willing to sacrifice their lives to do so.

Special Rules

Hetchek the Nekharu Guide: Leader of the band of Nekharu, Hetchek agrees to guide the Infamous Harbinger's warband to the Temple of Dusk. For the duration of the battle, the Infamous Player gains a Nekharu Hero armed with a doubled-handed weapon and medium armor.

The Ritual of Dusk: As the game starts, the sun is beginning to set. The last rays of light are caught in the Eye of Ra, and beamed back to the Eastern horizon. The sun takes ten game turns to set and the Eye of Ra must remain safe for those ten turns for the defender to win.

The Eye of Ra is an ancient artifact sculpted from the densest stone by a master To-Tanem Artifex. It is very sturdy, with a Structure Rating of 6 and 2 Wound Points. It can be moved, but the model moving it can only move at an Advance speed and cannot fly. Note: if the Horus player moves the Eye of Ra, he loses, but by saving it from destruction he does not lose additional Renown.

High atop the ruins of the Temple of Dusk, the Daughter of the Phoenix surveys the battlefield.
Miniature sculpted by Todd Harris,
painted by Marike Reimer.

Dusk: The sun is setting, making it hard to see in the lengthening shadows. This increases the penalty for shooting based on what turn it is.

Turns 1-4: +1 Difficulty to missile combat

Turns 5-8: +2 Difficulty to missile combat

Turn 9-10: +3 Difficulty to missile combat

Renown and Rewards

The attacker earns a point of Renown for destroying the Eye of Ra and he receives 2 points of Renown if the Daughter of the Phoenix is removed as a casualty. Any character who destroys the Eye of Ra and/or kills the Daughter of the Phoenix receives a Great Deed.

Warband Selection

This scenario is designed to challenge a 1200 pts. warband. The attacker should be an Infamous Harbin-

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ger with a Ka-Rating of 3-4. It is also appropriate for the attacker to have a strong Nekharu presence in his warband. Although Astennu will probably outmatch the enemy Harbinger in the Edge Phase, this is balanced by forcing Astennu to deploy his entire army first. Astennu's warband is weakened, but still a match for an enemy force of the same point value. However, many of these points are in characters, giving the battle a feeling of a valiant last stand by mighty heroes against an overwhelming tide of enemies.

If players wish to increase the points level or Ka Rating of the attacker, then simply increase the amount of points in Astennu's warband by the same amount. Remember, the defender can only spend 25% of his points on Warhawk units. Astennu should have a Ka Rating 1-2 points higher than the attacker, as his only true strength is that he controls the Edge phase.

Further Ideas for Campaign Play

This scenario is designed to be an Offshoot Scenario for an Epic Campaign. It's meant to let the Infamous Harbingers do something suitably wicked. After all, why should those goodie-two-shoes Famous Harbingers get all the fun, after all? Because of the momentous events of the scenario (literally, the fate of the world may hang in the balance) provided are a few ideas as to what may happen next – after the battle is lost or won.

One possibility for a follow-up game is exploring the catacombs beneath the Temple of Dusk. If the Infamous player wins, the Nekharu spy could lead the Infamous Harbinger and his characters through the crumbling catacombs beneath the temple, in an old-fashioned 'dungeon-crawl' game. In this scenario, Hetchek is seeking an artifact of great power that is hidden there… perhaps guarded by ageless Nekharu and Uraei. Once the artifact is found, Hetchek may well betray the Harbinger and attempt to escape with it, to turn it over to his S'syth masters in Stygia.

Should the Infamous Harbinger succeed in defeating Astennu and stop the ritual, there are dire consequences. Without the guiding light, the fatigued Ra wanders the heavens for weeks, allowing Apophis to slowly swallow the sun. Days begin to grow shorter, crops fail, and anarchy spreads throughout Ægyptus. The natural order of things have been altered, the world does not function entirely as it should.

If the Game Master wishes to reflect this in game play, all Master of Words spells and Harbinger Gifts fail on a roll of 1 on a d10. The die is rolled after the spell is cast or Gift is activated. If the power is nullified, Spell or Ka Points are not lost. Harbingers of the gods Anubis, Isis, and Set are not affected; their powers still function in the darkness, whereas all the rest of the gods in the Ægyptian pantheon are closely tied to Ra and the rising sun. Witch spells are also unaffected, as this sorcery draws its power from the blasphemous sources known only to the S'syth. The power of the Eater of the Dead however begins to grow, as countless Necromancers begin their evil work in the cover of darkness.

Only a powerful Harbinger can save the day. One of the Famous Harbingers in the Campaign may be selected to undertake a quest to end the growing darkness – perhaps the Daughter of the Phoenix is resurrected to lead the Harbinger on the quest, or Tethru scribes in the Great Library of Pharos discover a forgotten scroll that holds the key to victory– any idea that keeps the campaign rolling will work. With a little effort on the part of the Game Master, an exciting new phase of the Epic Campaign will be ready to begin!

Kephar the Warhawk Hero stands guard over the Eye of Ra as the Daughter of the Phoenix begins the ritual.
Miniatures sculpted by Todd Harris and painted by Marike Reimer.

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WARGODS — UNIT PROFILES: THE DEFENDERS OF THE TEMPLE OF DUSK

Name: Astennu, the Righteous Scourge — Point Value: 223

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Astennu	5	4	3	8	8	6	7	9

Damage Modifier: 2 — Armor Rating: 4 — Command Value: 14 — Reknown Points: 27 (Path of Fame) — Ka Rating: 5

Weapons & Armor: Two-Handed Spear, Medium Armor

Spells & Powers: Shining Chariot, Storm of Javelins, Peerless Tactics, Alter Orders, Aspect of Horus the Avenger.

Description: *"Stern and swift was the justice of Astennu. Brigand and Infamous Harbinger alike turned away from any road or hamlet under his protection, for the Righteous Scourge would scour the dunes of Ægyptus to seek them out and deliver just retribution."*

Name: Nexau the Swift Eye of Astennu, Warhawk Hero — Point Value: 98

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Warhawk Hero	5	3	3	6	6	6	6	8

Damage Modifier: 1 — Armor Rating: 4

Weapons & Armor: Two Hand Weapons, Medium armor, War-eagle

Description: *Nexau was captain of Astennu's scouts through the long quest, until recently. Many Nekharu traps were foiled thanks to the Nexau and his Warhawk scouts, until the very last battle before reaching the temple. Nexau and his men were ambushed and only he escaped alive. Now, the Swift Eye of Astennu is grim with vengeance for Nekharu blood.*

Name: Harak the Wizened, Heru Battlesage — Point Value: 100

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Heru Battlesage	4	3	2	6	5	5	6	9

Damage Modifier: 2 — Armor Rating: 4

Weapons & Armor: Staff, Medium Armor

Description: *Harak is aged even for a Battlesage, having long ago left the battlefield to tutor the next generation when he was called to service by Astennu the Righteous Scourge. A true Heru, Harak was unable to ignore duty and donned his armor for a final time.*

Name: The Chariot of Harak — Point Value: 70

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Chariot	10/20	3	2	5	5	—	4	—
Asar Driver	5	1	1	4	4	4	5	5

Damage Modifier: 0 — Armor Rating: 2

Weapons & Armor: Driven by a City-Dweller of Hierakonpolis equipped with a Hand Weapon and Light Armor.

Special: The chariot is equipped with Wheel Scythes

Description: *The hard life of campaigning is beyond what the elder Harak can handle, so Astennu presented him with a personal chariot. When the battle has begun, Harak races across the battlefield, heedless of danger while he guides Astennu's strategies to victory and stiffens the resolve of the men.*

Name: The Daughter of the Phoenix — Point Value: 100

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Daughter	5/20	3	1	5	5	4	8	7

Damage Modifier: 0 — Armor Rating: 6 (Hard)

Weapons & Armor: Phoenix Wings

Spells & Powers: Phoenix Wings (*Protection, Healing, Immunity to Fire, Flight*)

Description: *"Although her body is mortal and has lived and died, as all mortals must, her spirit has lived on, always reborn into the body of another Priestess of Ra, pure of mind and untouched by man. Her purity and power is great, for the spirit of the Phoenix infuses her, making her stronger than other mortals."*

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UNIT PROFILES: THE DEFENDERS OF THE TEMPLE OF DUSK

Name: Jendayi, Asar Master of Words — Point Value: 100

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Master of Words	5	2	1	5	5	5	7	6

Damage Modifier: 2 — Armor Rating: 0 — Spell Points: 14

Weapons & Armor: Staff

Spells & Powers: *Wall of Flames, Vaporous Ground, Arrows Ablaze, Wind Gust, Cloud Burst, Spiky Ground, Land's Despite*

Description: *Formerly a vizier in the court at Hierakonpolis, Jendayi gave up her title and prestige to wander the lands of Ægyptus for Astennu, the Rightious Scourge.*

Name: Eshen, Heru Archer Captain — Point Value: 38

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Champion	5	2	1	6	5	5	5	8

Damage Modifier: 1 — Armor Rating: 2

Weapons & Armor: Bow, Hand Weapon, Light Armor

Spells & Powers: –

Description: *Although all Heru are loyal unto death to their commander, Eshen is especially devoted to Astennu. He has followed the Harbinger for the longest and sees in Astennu the true spirit of Horus.*

Name: Heru Archers — Point Value: 200

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Heru Warriors (10)	5	1	1	5	4	4	5	7

Damage Modifier: 0 — Armor Rating: 2

Weapons & Armor: Bows, Light Armor

Spells & Powers: –

Description: *"We are of the Heru; we are warriors-born. War is our trade; discipline is our craft; death is our fate. We are of the Heru. Ours is the place of honor. We know only victory or death."*

Name: Kephar, Warhawk Champion — Point Value: 42

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Champion	5	2	2	5	5	5	5	7

Damage Modifier: 1 — Armor Rating: 4

Weapons & Armor: Two Hand Weapons, Medium armor

Spells & Powers: –

Description: *Personally chosen by Astennu to be captain of the Warhawks, Kephar is young and carries the burden of responsibility heavily. Where he was once brash and brave, he is now brooding and thoughtful.*

Name: Asar Warhawks — Point Value: 220

Class	Mv	Wnd	#Att	Att	Def	Mis	Arc	Disc
Warhawks (10)	5	1	2	4	4	4	5	6

Damage Modifier: 1 — Armor Rating: 4

Weapons & Armor: Hand Weapons, Medium Armor

Spells & Powers: –

Description: *"They are not of the Heru, but they stood in the place of honor. They are not warriors-born, but they were first to meet with the enemy. They are the adopted sons of Horus, and they held the line. I am honored to have led them into battle." —Astennu, the Rightious Scourge*

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HERE COMES THE...
ABOMINABLE SNOWBEAST!

WARGODS

The wail of a horn echoes through the frozen mountains of Hyperborea. Down from the icy mountain passes comes the Abominable Snowbeast, answering the call of the Wendigo Summoner! The Snowbeast is a terror to behold, his giant form towering over the battlefield! Are *you* ready to inspire fear and terror in your enemies?

The Abominable Snowbeast model is a massive 6-part metal miniature, standing 4" tall. It also comes with a Wendigo Shaman miniature, holding a giant summoning horn. The miniature is the stunning centerpiece of the Wendigo warband for *WarGods of Hyperborea*.

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